

Fig 1

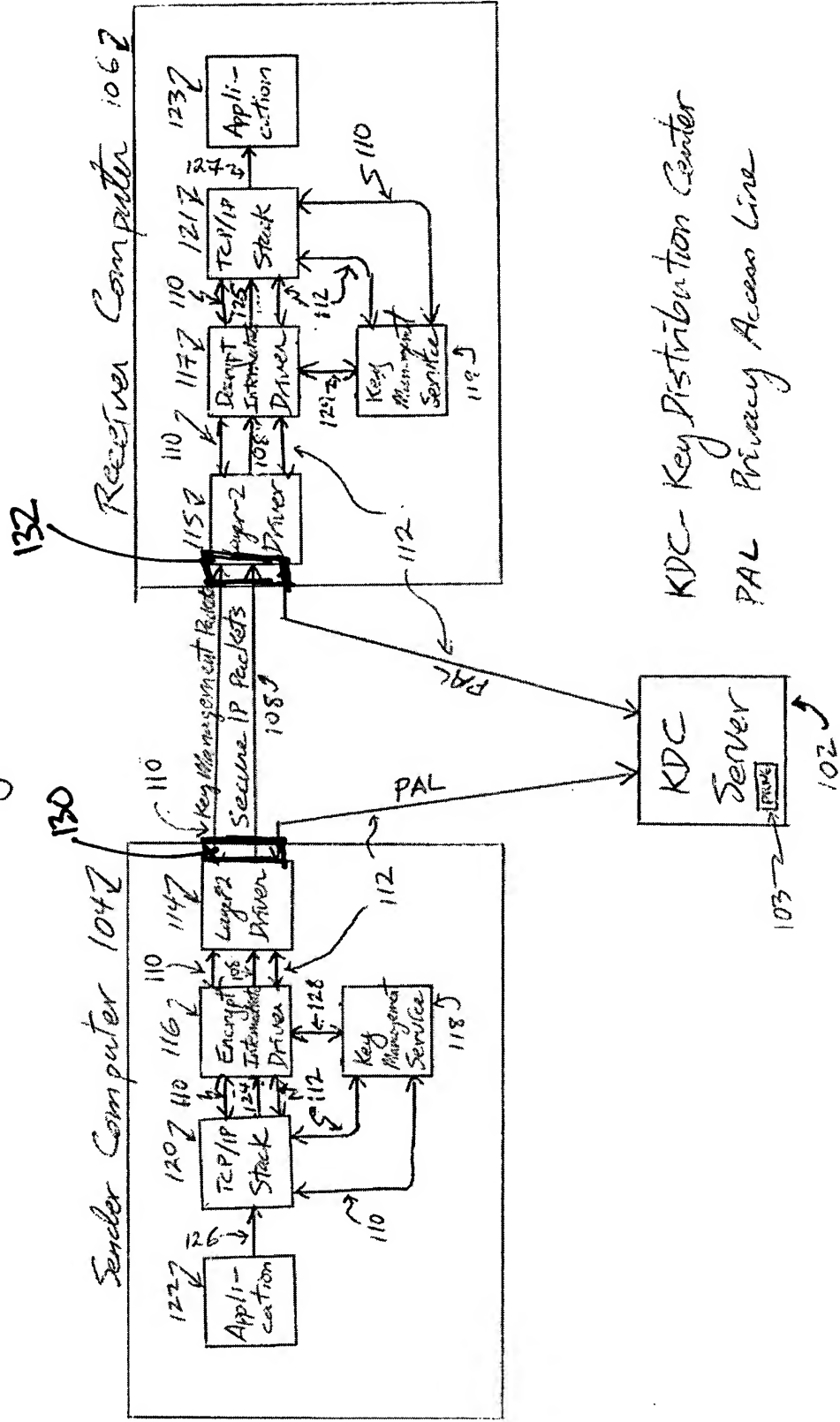


Fig. 2

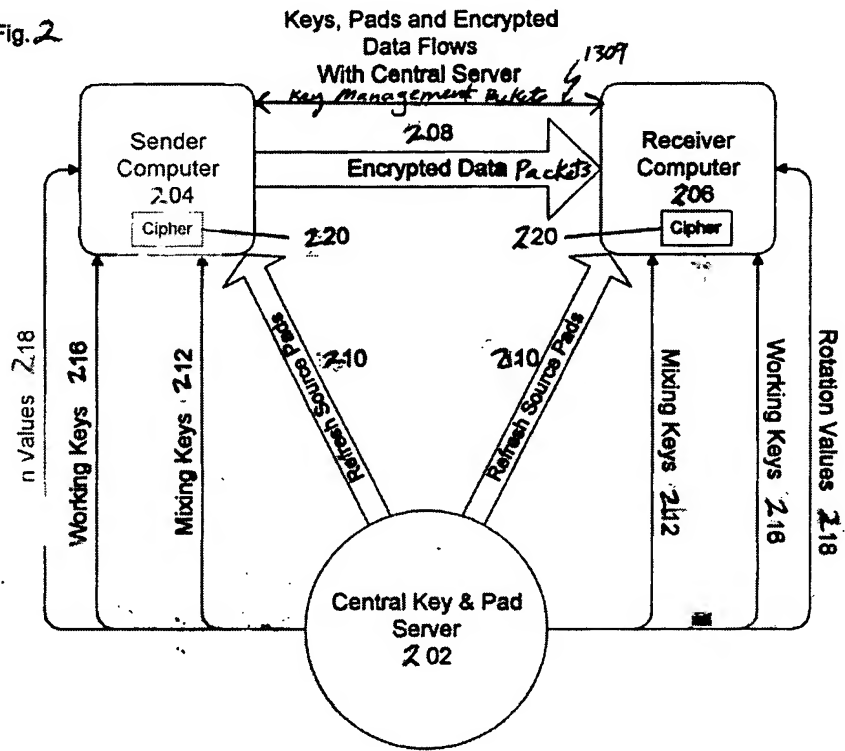


Fig. 3

Key or Seed Data Structure

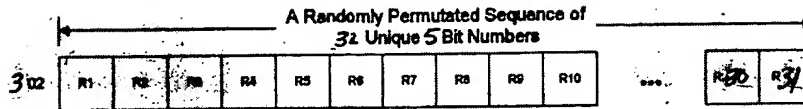


Fig. 4

Unit Sizes Used For Partitioning
Random Permutations

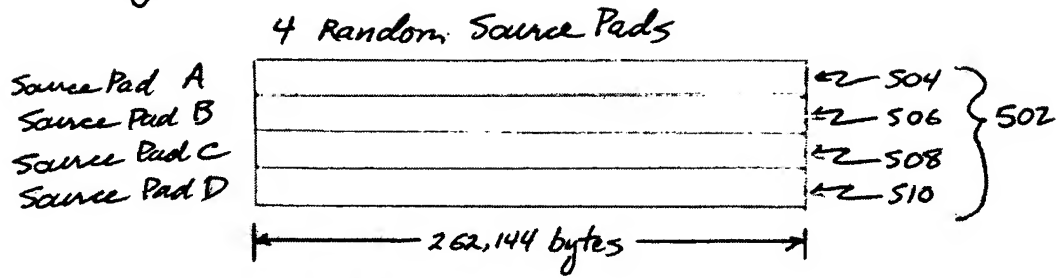
402 Card 1 Card = 1 Bytes,

404 Pack 1 Pack = 32 Cards, = 32 bytes/pack

406 Case 1 Case = 32 Packs, = 1024 bytes/pack

408 Pad 1 Pad = 32 Cases, = 32 Kilo bytes/pad

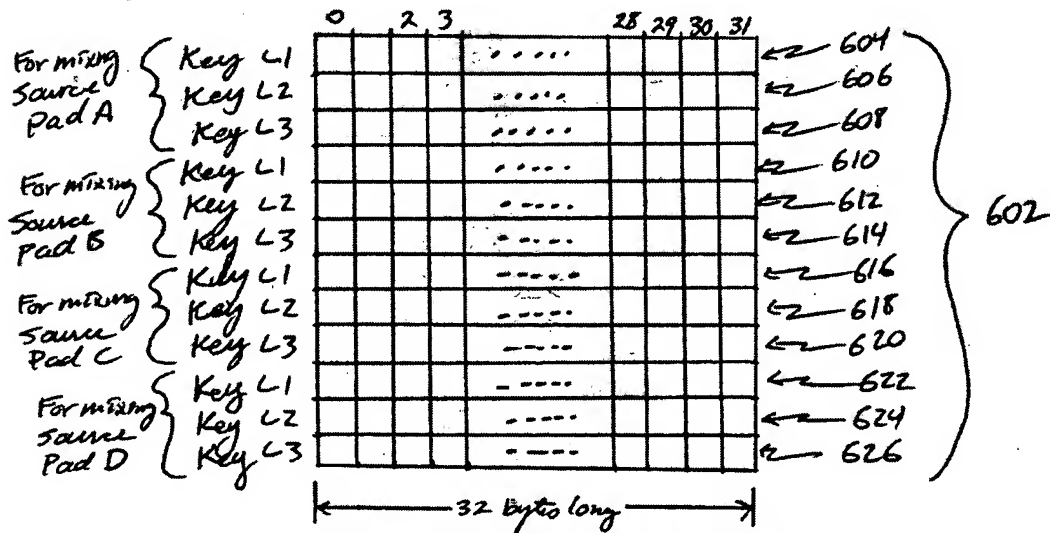
Fig. 5



Total bytes = 1 Megabyte
All bytes generated from KDC PRNG

Fig. 6

2 Random Mixing Keys
(for nested shuffles)



Each row contains a randomly shuffled integer from the set of numbers 0 to 31.

Random Working Keys (4 Rotation Values)

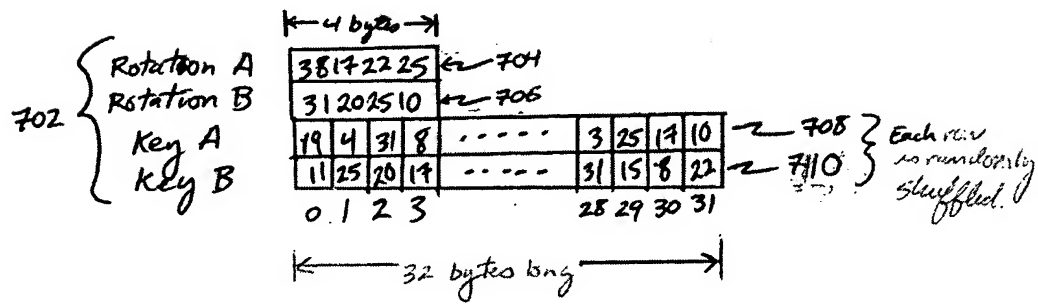


Fig 7

Fig. 8

Flow Chart for Nested Shuffle

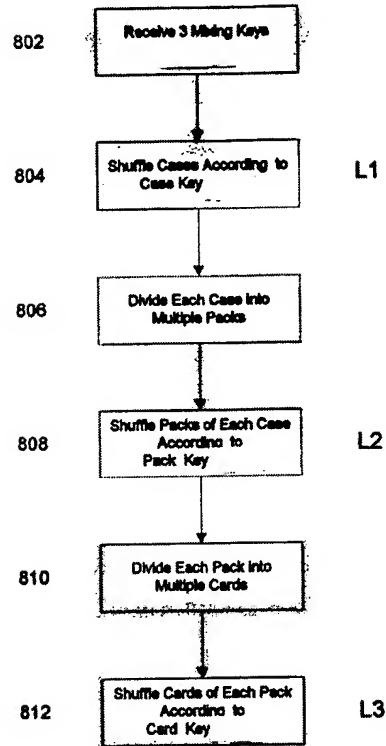
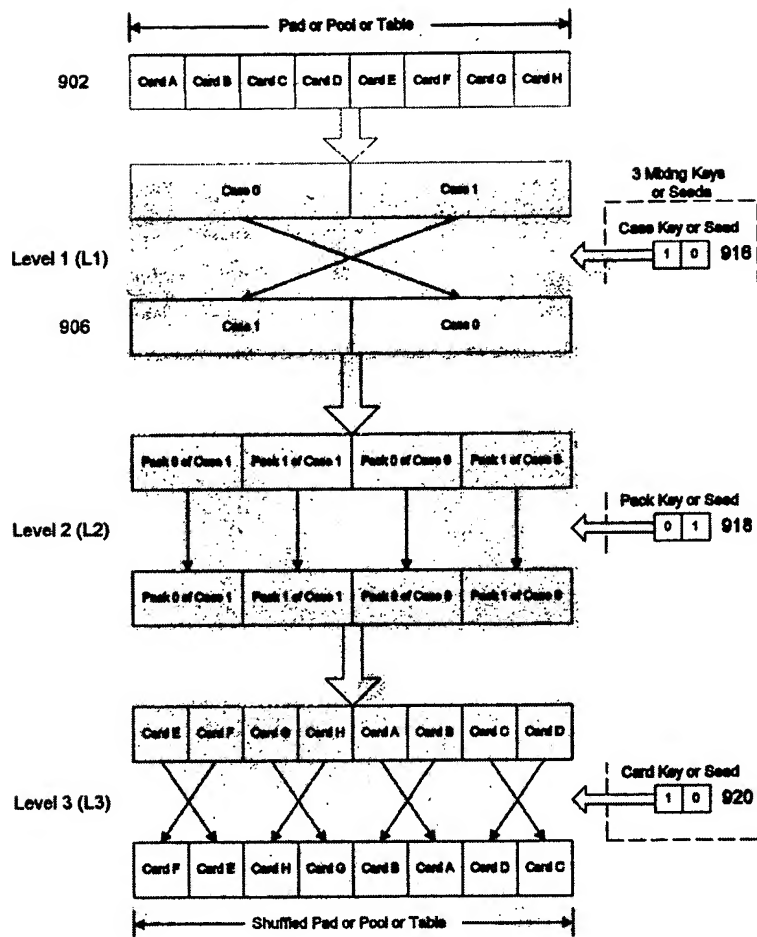
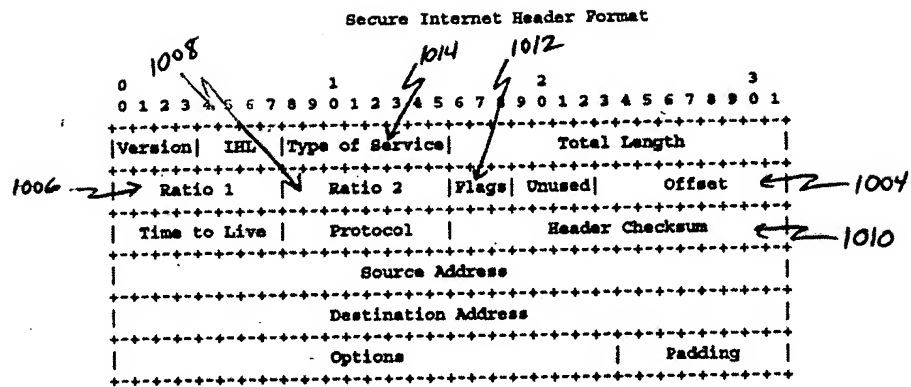


Fig. 9

Nested Shuffle of a Series of Cards





Example Secure Internet Datagram Header

Figure 10

Ratio 1 = 8 bits
Ratio 2 = 8 bits
Offset = 96 bits

Fig. 11

Sender Flowchart for Encrypting Packets

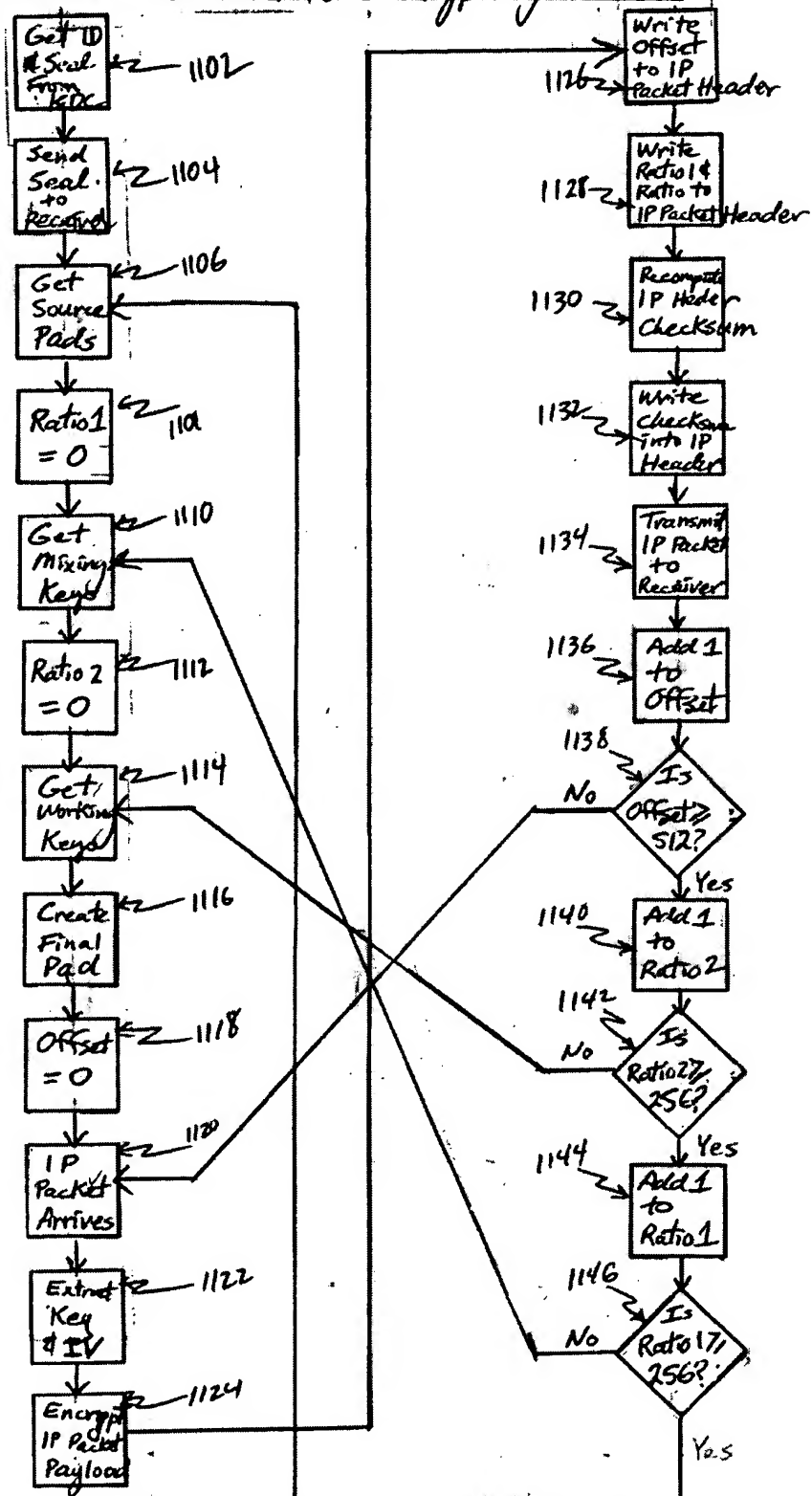


Fig. 12

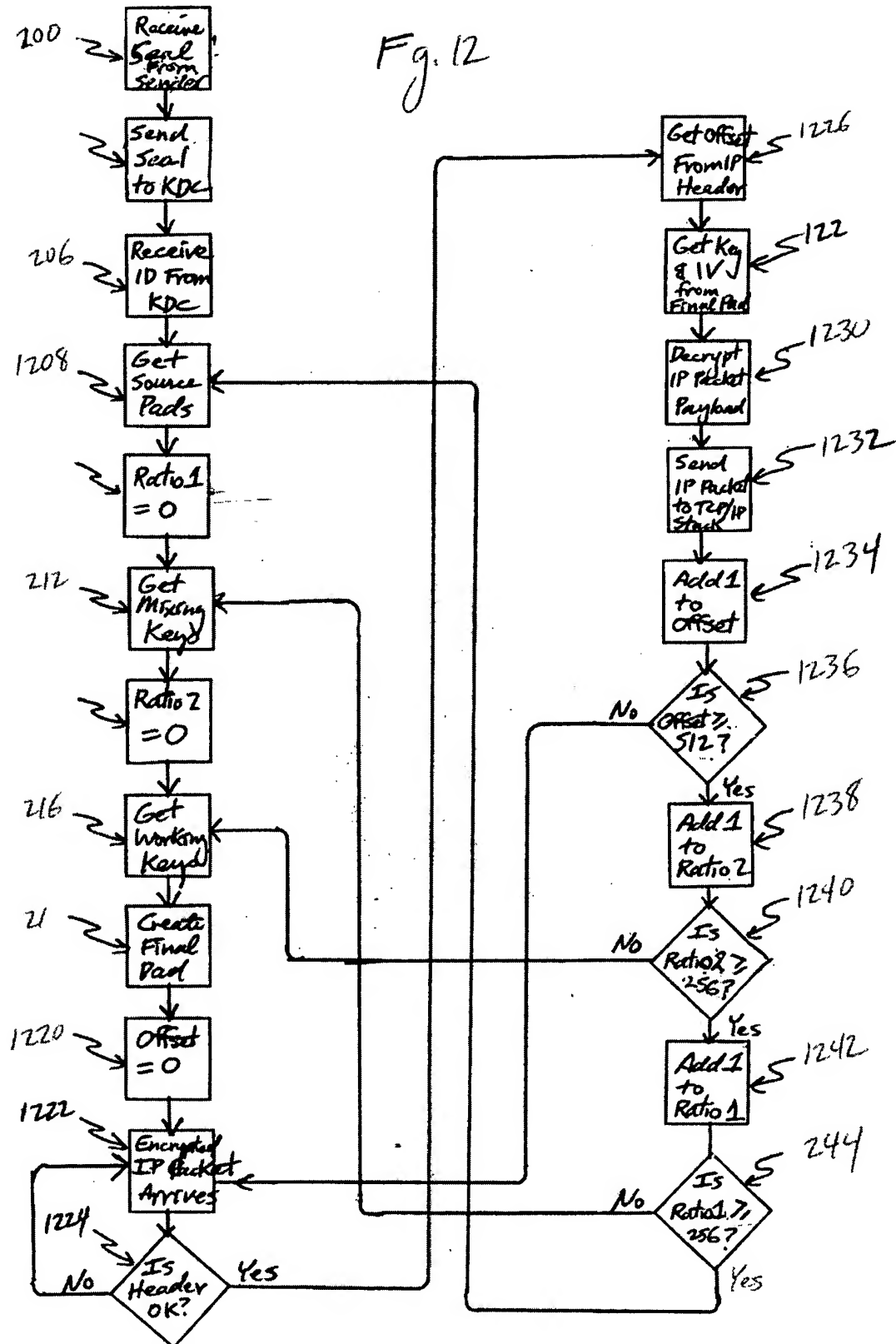


Fig. 13

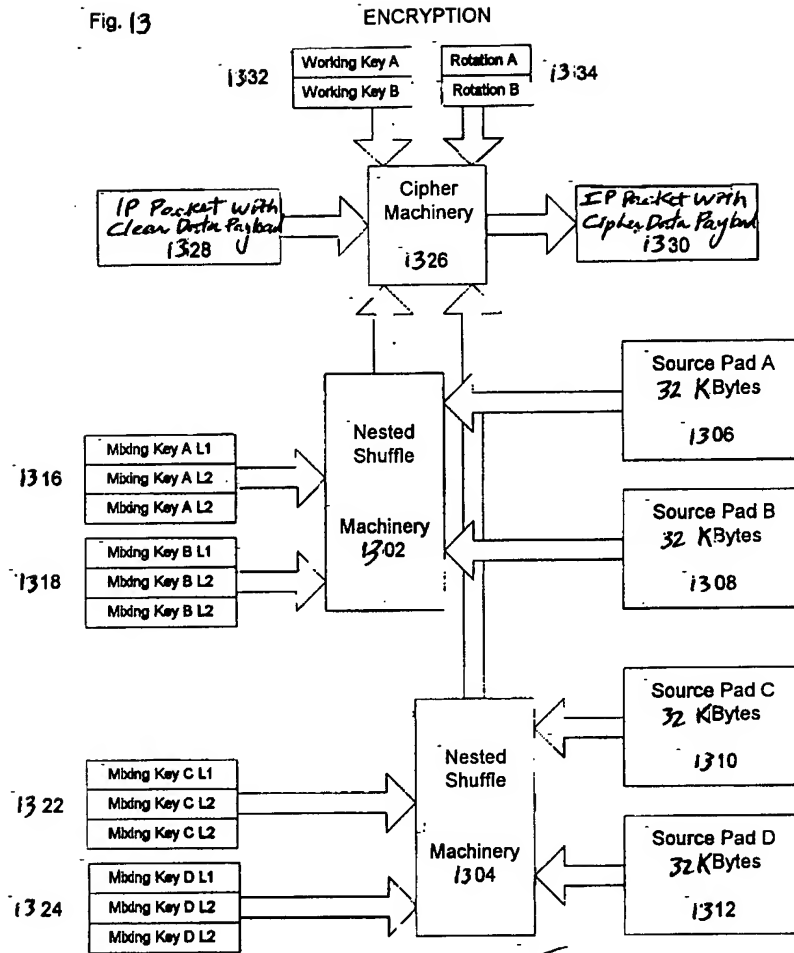


Fig. 14

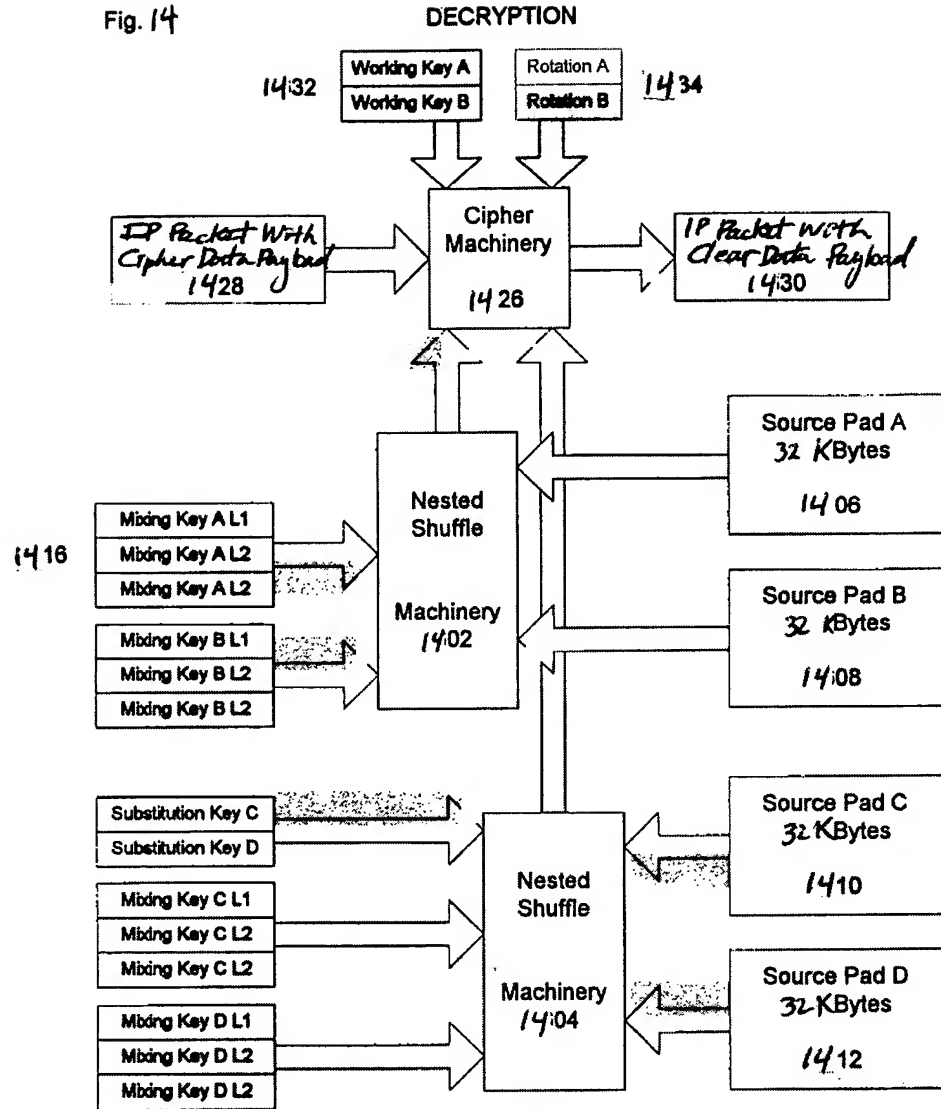


Fig. 15

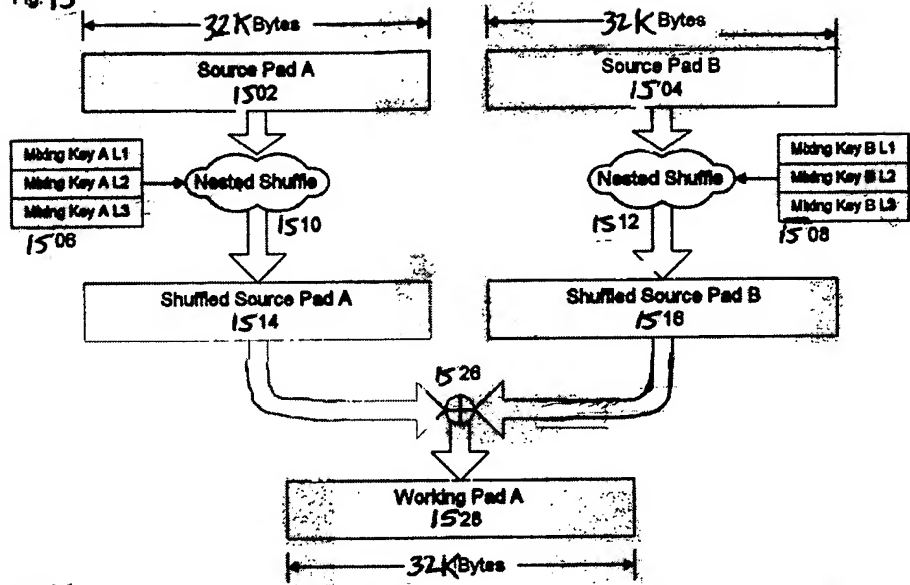


Fig. 16

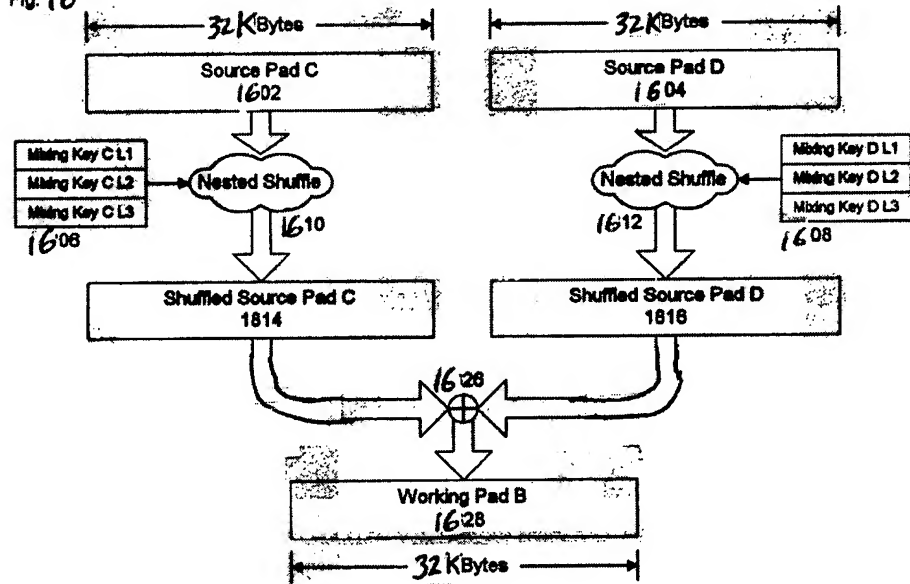


Fig. 17

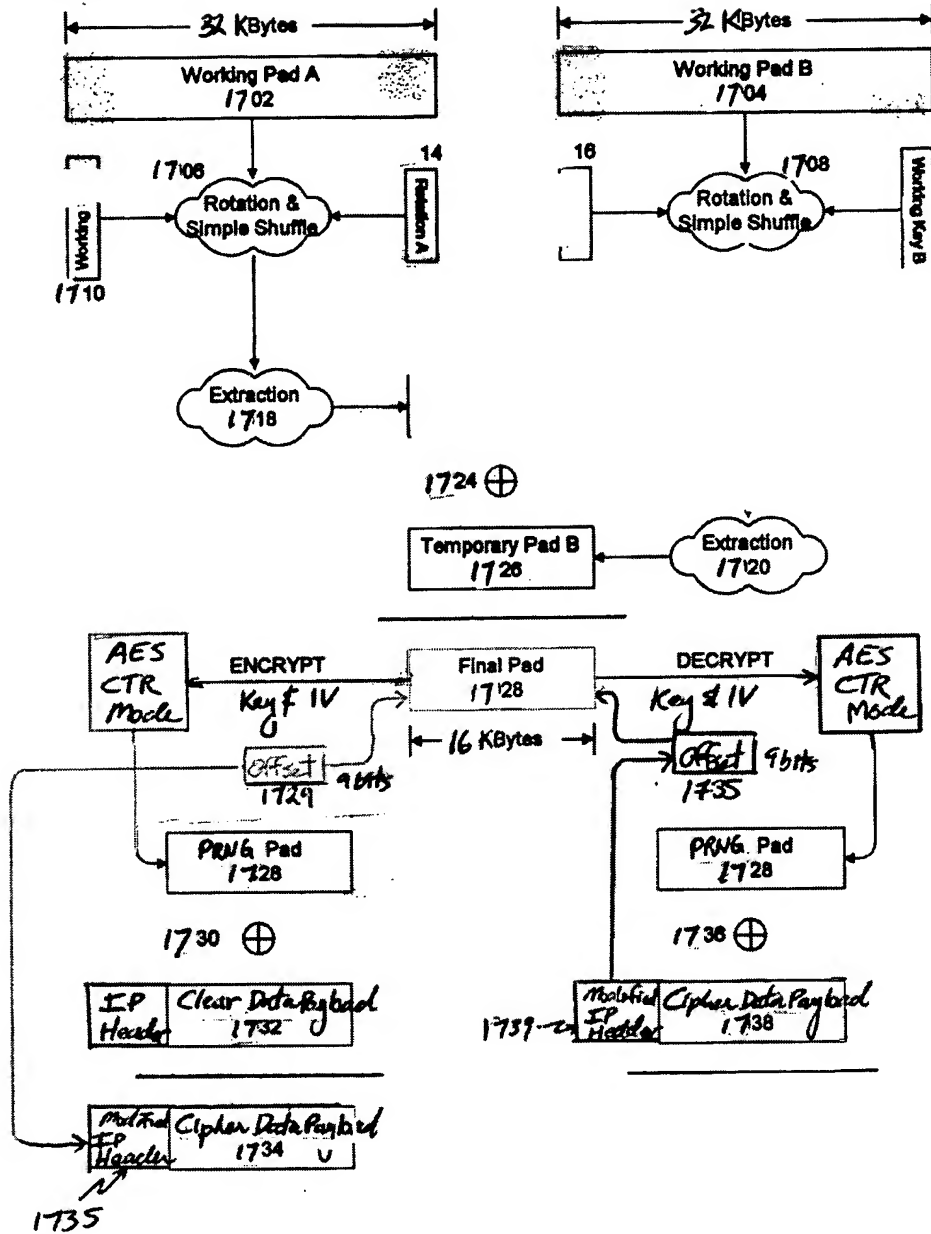


Fig. 18

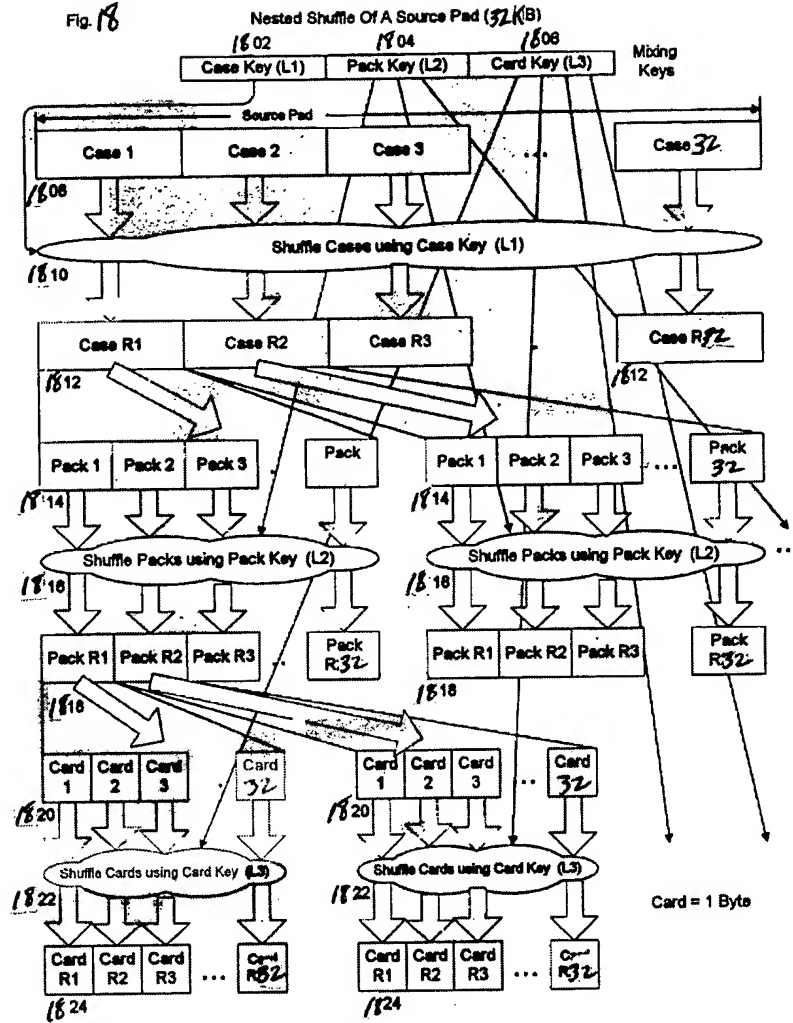
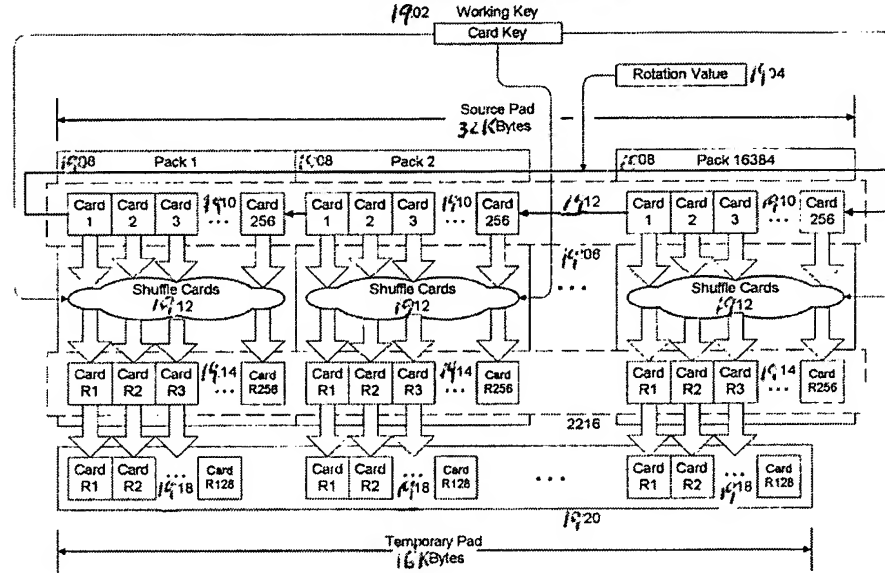


Fig 14

Rotation & Simple Shuffle of Working Pad (32 KB)
and Extraction of a Temporary Pad (16 KB)
Using a Working Key and Rotation value



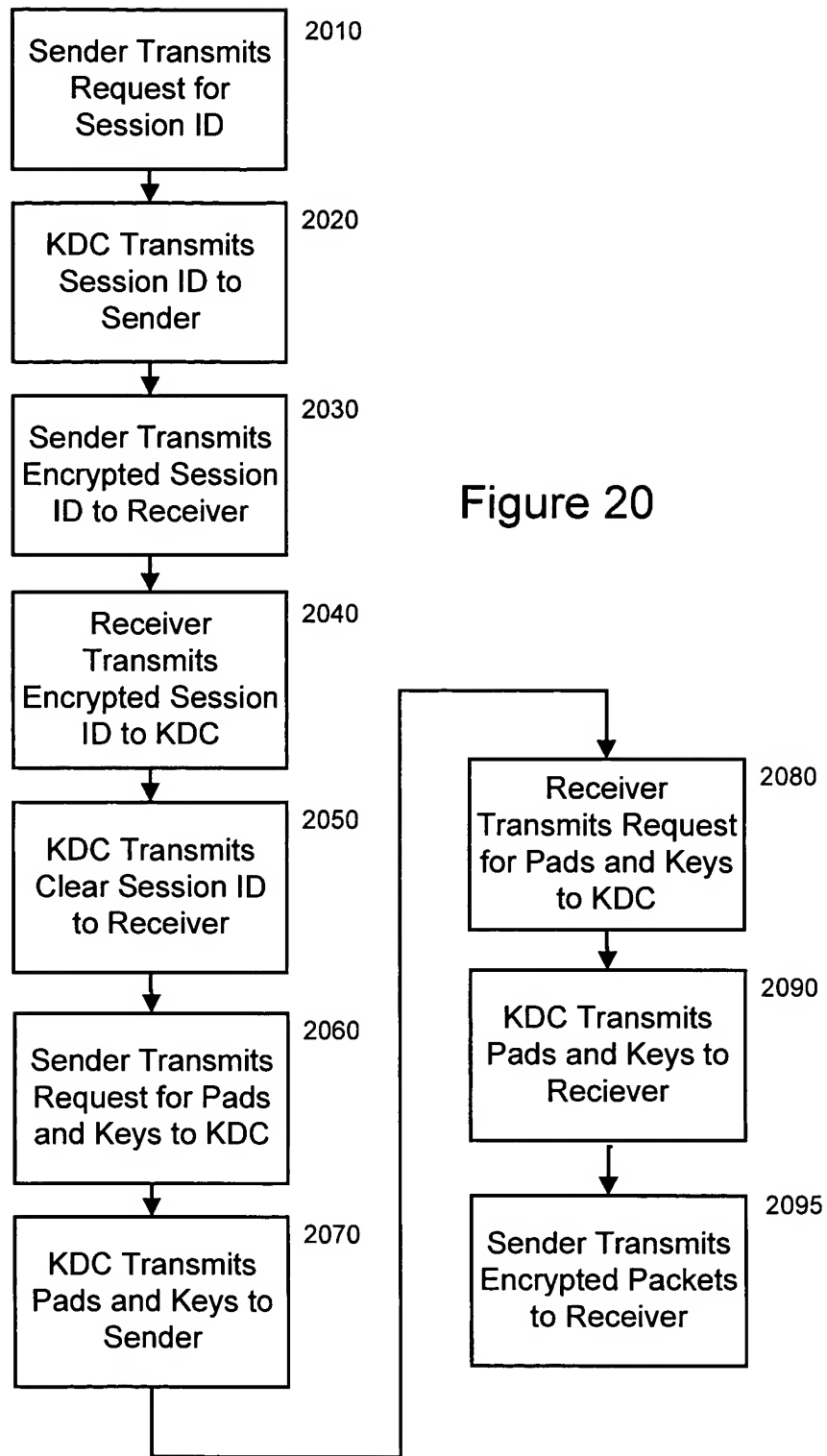


Figure 20